PATENT CLAIMS

We claim:

1. A method of introducing programming constructs into computer intelligible electronic data comprising the steps of:

accessing a first set of said electronic data, said first set of said electronic data containing data elements and utilizing a markup language;

establishing one or more commands compatible with said markup language; and

embedding one or more of said commands within at least a portion of said first set of said electronic data.

2. The method of claim 1, further comprising the step of:

creating FXML data containing said data elements and said commands.

3. The method of claim 2, further comprising the step of:

storing said FXML data within a storage device.

4. The method of claim 1, further comprising the step of

if said markup language utilized by said commands is not extensible markup language, converting one or more of said commands into extensible markup language.

5. The method of claim 4, further comprising the step of:

embedding one or more of said commands into one or more namespaces.

6. The method of claim 2, further comprising the step of:

providing a processing engine compatible with said markup language;

utilizing said processing engine, reading said FXML data;

identifying said commands embedded within said FXML data; and

executing one or more of said commands.

7. The method of claim 1, further comprising the step of:

providing a user interface through which a user may enter one or more command preferences.

8. The method of claim 2, further comprising the step of:

mining said data elements and said commands within said FXML data.

9. A computer readable medium comprising a plurality of instructions for introducing programming constructs into computer intelligible electronic data which, when read by a computer system, causes the computer to perform the steps of:

accessing a first set of said electronic data, said first set of said electronic data containing data elements and utilizing a markup language;

establishing one or more commands compatible with said markup language; and

embedding one or more of said commands within at least a portion of said first set of said electronic data.

10. The medium of claim 9, further comprising the step of:

creating FXML data containing said data elements and said commands.

11. The medium of claim 10, further comprising the step of:

storing said FXML data within a storage device.

12. The medium of claim 9, further comprising the step of

if said markup language utilized by said commands is not extensible markup language, converting one or more of said commands into extensible markup language.

13. The medium of claim 12, further comprising the step of:

embedding one or more of said commands into one or more namespaces.

14. The medium of claim 10, further comprising the step of:

providing a processing engine compatible with said markup language;

utilizing said processing engine, reading said FXML data;

identifying said commands embedded within said FXML data; and

executing one or more of said commands.

15. The medium of claim 9, further comprising the step of:

providing a user interface through which a user may enter one or more command preferences.

16. The medium of claim 10, further comprising the step of:

mining said data elements and said commands within said FXML data.

17. A computer system for introducing programming constructs into computer intelligible electronic data comprising:

a processing unit capable of accessing a first set of said electronic data, said first set of said electronic data containing data elements and utilizing a markup language, said processing unit being further capable of establishing one or more commands compatible with said markup language and embedding one or more of said commands within at least a portion of said first set of said electronic data.

18. The computer system of claim 17, wherein said processing unit is further defined as being capable of creating FXML data containing said data elements and said commands.

19. The computer system of claim 18, further comprising a storage device coupled to said processing unit, said processing unit capable of storing said FXML data within said storage device.

20. The computer system of claim 17, wherein said processing unit is further defined as being capable of converting one or more of said commands into extensible markup language.

21. The computer system of claim 20, wherein said processing unit is further defined as being capable of embedding one or more of said commands into one or more namespaces.

22. The computer system of claim 18, further comprising a processing engine capable of reading said FXML data, identifying said commands embedded within said FXML data and executing one or more of said commands.

23. The computer system of claim 17, wherein said processing unit is further defined as being capable of receiving one or more command preferences through a user interface, said user interface coupled to said processing unit.

24. The computer system of claim 17, wherein said commands comprise executable programmatic commands.

25. The computer system of claim 17, wherein said commands comprise data processing rules.

26. The computer system of claim 22, wherein said commands are capable of directing said processing engine to access external source data.

27. The computer system of claim 22, wherein said commands are capable of directing said processing engine to utilize one or more external systems.

28. The computer system of claim 18, wherein said processing unit is further defined as being capable of mining said data elements and said commands within said FXML data.